



**N-GAGE**  
NOKIA

[www.n-gage.com](http://www.n-gage.com)

**ACTIVISION.**

Single Player

Multiplayer

Bluetooth®

Online Option\*

\* Online game play requires network support.

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**N·GAGE**

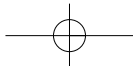
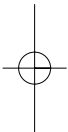
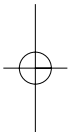
**1-4 PLAYERS**

# CALL OF DUTY™

**ACTIVISION®**

**N·GAGE  
ARENA**

ONLINE FEATURES AVAILABLE



Part No. 9232320, Issue No. 01  
R/XXXXXX/YY

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Printed in China.

Package contains one game on one game card. Made in Taiwan.

The information contained in this user guide was written for Call of Duty™. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

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#### EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

## FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



#### PLAY SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger.  
Follow any restrictions or rules in the device's user guide.



#### ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



#### INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



#### USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



#### ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

## Important: Safety information about video games

### About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## CARE AND MAINTENANCE


Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.

- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

## Inserting the N-Gage™ Game Card

### Nokia N-Gage™

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).



### Nokia N-Gage™ QD

1. You do not have to switch off the N-Gage QD game deck to change N-Gage game cards.
  2. Before inserting or removing a game card, ensure you save all unsaved data as inserting a new game card will close all open applications.
  3. Open the card slot (Fig. 1) and insert your game card (Fig. 2).
  4. Once a game card is inserted, the game will start automatically.
- (Please ensure the auto-start feature is enabled on your game deck)





## Starting a Game


### Nokia N-Gage™


Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

### Nokia N-Gage™ QD

Press and hold the power key  to turn the game deck on.

To start a game when a game card is inserted, press  in standby mode. You can also start games by selecting Games in the menu.

## Bluetooth® Multiplayer Game Play\*

\* To play the game with other users via Bluetooth wireless technology, all participants need to have the same game.

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*Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.*

*Note: Do not use the USB port during gameplay.*

IN THE WAR THAT  
CHANGED THE  
WORLD, VICTORY  
WAS NOT ACHIEVED  
BY ONE MAN BUT BY  
THE LIVES OF MANY.

*Call of Duty™* challenges you to relive the epic stages of World War II, battling the Nazi war machine as an American, a British and a Russian soldier. The story begins with US Airborne drops behind enemy lines and progresses to British SAS missions deep in enemy territory. Finally there's chaotic street fighting and the tank battles of the Russians on the Eastern Front. This is the war that changed the world: you and your fellow soldiers have responded to the call of duty. Together you will shape the course of modern history.

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## CAMPAIGNS



## AMERICAN CAMPAIGN



The American campaign takes place on the Western Front, on D-Day and during the Battle of the Bulge. Private Martin is a member of the elite 101st Airborne Division Pathfinders who parachute onto Hitler's Fortress Europe during Operation Overlord.

**BRITISH CAMPAIGN**

The British campaign takes place behind enemy lines. These are covert operations designed to disable the Nazi war machine. Sergeant Evans is part of the British 6th Airborne Division carrying out assignments from the OSS.

**RUSSIAN CAMPAIGN**

The Russian campaign takes place in the snow and cold of the Eastern Front. Sergeant Ivanovich starts his mission in Stalingrad and fights block-by-block in the desperate struggle for control of the city.

ENGLISH



## SCREEN DISPLAY

## ONSCREEN COMMANDS

Rounds in  
current clipRounds  
on person

32 160

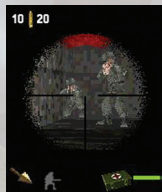
Damage  
barsThese  
show the  
direction of  
incoming fire.Compass  
orientationStand/Crouch/  
Prone

Health meter

Targeting reticle

The targeting reticle  
turns green when  
positioned over an  
enemy. It turns  
yellow when positioned  
over an ally.

## Weapon

Shows the  
view through  
the weapon's  
scope when in  
Zoom mode.Map of current  
mission.

## Mission Objectives

- ✓ Destroy AA Guns
- ✓ Plant Explosives
- Find Capt. Price

Current objectives.


# USING THE N-GAGE™ CONTROLS IN CALL OF DUTY™

# CALL OF DUTY™

ENGLISH

Move forward  Controller Key Up

Move backward  Controller Key Down

Turn left  Controller Key Left


Turn right  Controller Key Right

Bash  Key 1

Look up  Key 2


Jump/use/pick up  Key 3

Strafe left  Key 4


Fire current weapon  Key 5


Strafe right  Key 6


Zoom  Key 7

Look down  Key 8

Reload  Key 9

Cycle through weapons  Key \*

Crouch/prone/stand  Key 0





Map/objectives  Key #

Pause the game  Left Selection Key

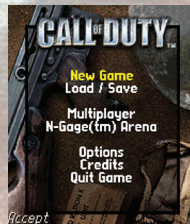
Pause the game  Right Selection Key



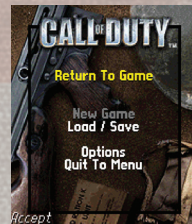
## USING THE N-GAGE™ CONTROLS IN THE MENUS

- Go to the next item  Controller Key Down
- Go to the previous item  Controller Key Up
- Accept or select the highlighted option  Left Selection Key
- Back out to the previous screen  Right Selection Key

### MAIN MENU



### PAUSE MENU



## STARTING A CAMPAIGN

When beginning a new campaign, you will be prompted to select a level of difficulty. Your choices are Greenhorn, Regular, Hardened or Veteran. Greenhorn is the easiest and Veteran is the most difficult. As the difficulty level increases, you will find fewer medication packs and more lethal enemy fire. It is recommended that you try Greenhorn or Regular difficulty to begin with until you familiarize yourself with the controls.

## LOADING AND SAVING

You can save the game in the middle of a mission by selecting the Save Game option in the Save/Load screen in the Pause menu. There are three save slots available for saving your game as well as an auto-save that occurs at the beginning of each mission. You can load a previously saved game using the Load Game option in the Save/Load screen in either the Main menu or the Pause menu. You can also overwrite saved games or delete them via the Delete Saved Games option in the Load/Save screen.

# CALL OF DUTY™





## MULTIPLAYER

You can connect with up to three friends and compete in four-player deathmatch or team-deathmatch gameplay via Bluetooth® wireless technology.

### HOST

To host a multiplayer game select Host Game from the Multiplayer menu. There are several options available within the Host screen.

**MAP** — Choose which map you wish to play in your multiplayer session.

**GAME TYPE** — Choose either Deathmatch or Team Deathmatch.

**KILLS TO WIN** — Select how many kills are required to determine a winner.

**REPEAT MAP** — Choose to continue playing on the selected map after a game is won or to play on a map once, then cycle to the next multiplayer map.

**KILLCAM** — This is a special camera that will replay a player's death from the point-of-view of the the player doing the killing. You can turn this option On or Off.

**FRIENDLY FIRE** — This option can be set to Off, On or Reflect. On means you can shoot people on your own team. Off means that bullets will not harm teammates. The Reflect setting redirects any damage you inflict on a teammate back onto yourself.

### JOIN

To join a multiplayer session, select the Join Game option from the Multiplayer menu. Once you select Join Game, the game will search for any Hosts in the area running *Call of Duty* and give you a list of Hosts to choose.

Select the game you wish to join. At this point the Host will be required to Accept or Reject you. Once the Host has connected to and accepted all of the players, you will be taken into Gameplay. Once your multiplayer session is complete you will then be returned to the Multiplayer menu.



## N-GAGE™ ARENA

Heighten your *Call of Duty* experience by unlocking new weapons and other useful items via N-Gage™ Arena. These unlocked weapons and items can be used in Multiplayer gameplay.

See your Owner's Manual for instructions on connecting to N-Gage Arena via GPRS. Use your pre-existing N-Gage Arena account or sign up for a new one.

## OPTIONS

### **SOUND VOLUME**

Controls the volume of the sound effects.

### **MUSIC VOLUME**

Controls the volume of the music.

### **MUTE ON CALL ON/OFF**

This option determines whether game audio will be muted when you receive a call.

### **LANGUAGE SELECT**

Choose the language of in-game text.

### **CUSTOMIZE CONTROLS**

Use this option to reconfigure the control settings for *Call of Duty*. Reset your control settings to default with this option.

## WEAPONS

You'll have more accurate long-range shots if you fire weapons from a crouched or prone position. Scoped weapons tend to sway when you hold them to your face while in a standing position—so go prone! See the *Call of Duty* insert for quick facts about each weapon.



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## AMERICAN WEAPONS



### *M1 Garand*

A reliable single-shot rifle and the workhorse of the U.S. infantry. Each clip holds eight rounds.



### *Thompson*

A standard .45 cal sub-machine gun with medium-to short-range accuracy. Can fire 700 rounds per minute.



### *Colt .45*

A standard U.S. sidearm, this gun is known for its high quality and ease of use. The Colt .45 holds seven rounds.



### *M2 Frag Grenade*

A standard-issue fragment explosive.



## BRITISH WEAPONS



### *Lee-Enfield*

A standard bolt-action British rifle with ten rounds in each magazine.



### *Bren LMG*

A machine gun with a long range and suppression-fire capability. The magazines hold 30 rounds of ammunition.



### *Sten Gun*

A British submachine gun. It's an accurate shooter but doesn't have the stopping power of the Thompson.



### *MK1 Frag Grenade*

Like its American counterpart, the MK1 Frag Grenade can be hurled to kill enemy soldiers with fragments of exploding metal.



## RUSSIAN WEAPONS



### *Mosin-Nagant*

A basic Soviet bolt-action rifle. It holds only five rounds and is slow to fire.



### *Scoped Mosin-Nagant*

Perfect for sniping as the scope offers exceptional accuracy over long ranges.



### *RGD-33 Grenade Stick*

A stick-type hand grenade that can be hurled great distances and will roll before exploding.





## GERMAN WEAPONS



### *Kar98k*

Scoped and non-scoped, this is the standard bolt-action rifle. Each clip holds five rounds.



### *MP40*

A reliable German submachine gun. Each clip holds 32 rounds and is superior to the Thompson for shooting over long distances.



### *MP44*

An assault rifle that can also be used as a submachine gun. The MP44 has a medium fire rate but makes up for it in accuracy and powerful shots. Each clip holds 30 rounds.



### *Luger*

The standard Nazi sidearm. It has a low firing rate but makes up for it in accuracy and powerful shots. Each clip holds eight rounds.



### *Panzerfaust*

A rocket-propelled anti-tank weapon. It has a single warhead and when launched a large jet of fire shoots out the back, so stand clear!



### *Stielhandgrenate*

Like its Russian counterpart, the Stielhandgrenate has a wooden shaft with a pull-out string. It can be hurled great distances and has an explosive range of up to 30 yards.





## Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

## Limitations on Warranty

THE BENEFITS CONFERRED BY THIS LIMITED WARRANTY ARE IN ADDITION TO ANY OTHER RIGHTS AND REMEDIES UNDER ANY APPLICABLE LEGISLATION THAT CANNOT BE EXCLUDED. OTHERWISE, TO THE EXTENT PERMITTED BY LAW THE NOKIA N-GAGE GAME CARD AND ALL SOFTWARE CONTAINED ON IT ARE PROVIDED TO YOU "AS IS," WITHOUT WARRANTY OF ANY KIND, EXCEPT AS EXPRESSLY PROVIDED IN THIS NOKIA LIMITED WARRANTY. EXCEPT AS EXPRESSLY SET FORTH ABOVE, NOKIA EXPRESSLY DISCLAIMS ALL WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL NOKIA BE LIABLE FOR ANY SPECIAL, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE NOKIA N-GAGE GAME CARD OR THE SOFTWARE CONTAINED ON IT, INCLUDING DAMAGES TO PROPERTY AND TO THE EXTENT PERMITTED BY APPLICABLE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF NOKIA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME COUNTRIES AND/OR AREAS DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR PERMIT THE EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM TERRITORY TO TERRITORY.

## Obtaining Warranty and Technical Support

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at: [www.n-gage.com](http://www.n-gage.com)

## N-Gage™ Arena Instructions

Your N-Gage game deck must be switched on and be online to use this feature.

N-Gage Arena is an online service that allows you to upload and download game content enhancements over the air to extend game play.

N-Gage Arena is network dependent and requires network support. To use the N-Gage Arena features you need to ensure that your service provider supports data traffic delivery (GPRS) and you have subscribed to a GPRS service. Some networks have limitations that affect your ability to play online. Please see your mobile provider about GPRS support and availability.

Once you have GPRS activated on your N-Gage game deck, select N-Gage Arena from the main menu screen or the in-game icons. More information and instructions are available at [arena.n-gage.com](http://arena.n-gage.com).

You may also need to register and subscribe for some online gaming services. You'll be prompted for this information when using N-Gage Arena. See [arena.n-gage.com](http://arena.n-gage.com) for more details.

N-Gage™ Arena support provided by Nokia.

Please refer to [arena.n-gage.com](http://arena.n-gage.com) for game play instructions.

## Register Your Game Online

To register, go online at: [www.n-gage.com](http://www.n-gage.com)

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